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Preface

The Third International Symposium on Formal Methods for Components and Objects (FMCO) was held in Leiden, The Netherlands, from November 2–5, 2004. The program consisted of invited presentations given by leading experts in the fields of theoretical computer science and software engineering.

The organization of FMCO has been carried out in the context of the NWO/DFG bilateral project Mobi-J and of the European IST project Omega (2001-33522). In particular, we acknowledge the NWO funding of Mobi-J, without which this symposium could not have been organized. We appreciate the cooperation with Willem-Paul de Roever and Susanne Graf in the organization of the FMCO symposium.

This special issue contains six articles describing some of the most promising ideas that represent novel research trends in the integration of formal methods and software engineering. These ideas concern new operational, game-theoretical and relational models for component transposition, component and object verification, typing of distributed concurrent object systems, distributed scheduling, and object refinement.

The proceedings of FMCO 2004 were published in the volume 3657 of Lecture Notes in Computer Science as revised lectures. The six articles in this special issue are an extended and revised version of the proceedings contribution. We gratefully acknowledge the referees for the high quality of their reviews.

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